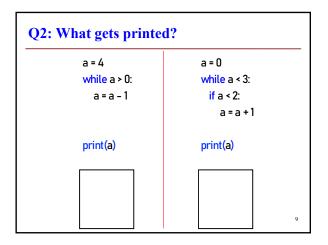
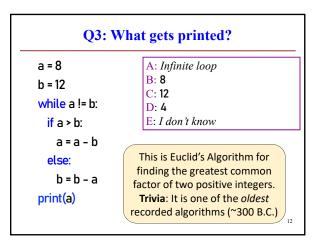
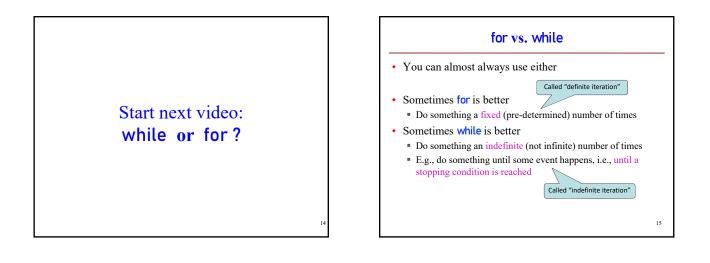
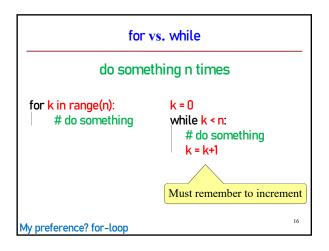


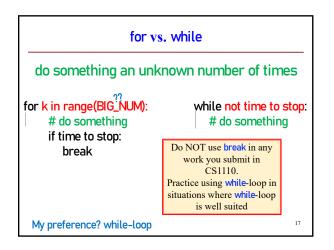
Q1: What gets printed?		
a = 0 while a < 1: a = a + 1	a = 0 while a < 2: a = a + 1	a = 0 while a > 2: a = a + 1
print(a)	print(a)	print(a)
		6

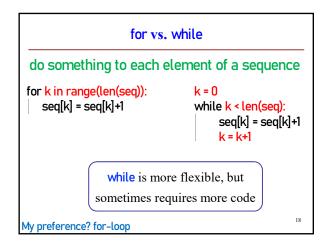


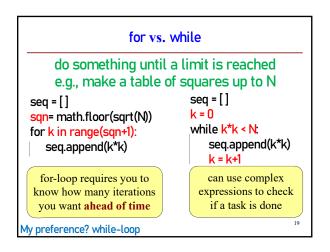


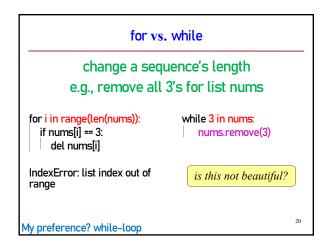


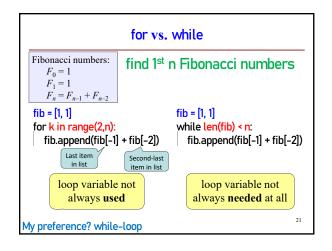


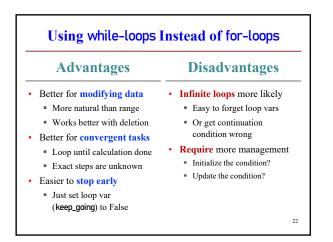


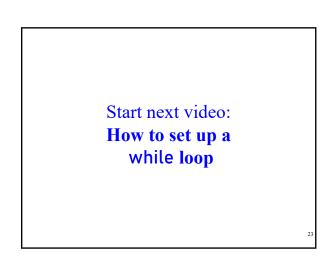












Setting up a while-loop

- 0. Situation is to do something until an event happens
- 1. Write the continuation condition
 - Create var names as necessary to express condition
 - May be easier to negate <u>stop</u> condition to get <u>continuation</u> condition
- 2. Initialize loop vars (vars in loop condition) as necessary
- 3. In loop body: update loop vars to possibly change loop condition from True to False
- 4. Write the rest of the loop body

24

Improve number guessing game

import random min_num= 1 max_mum= 10

max_chances= 5

secret_num= random.randint(min_num, max_mum) print("I have a number from "+str(min_num)+" to "+str(max_mum)) print("You have "+str(max_chances)+" chances to guess it")

User guesses until all chances used up or guessed correctly

1. Allow fixed number of guesses

For you to add later:

2. If a guess is wrong, tell player whether it was too high or too low.

25